PAPER DRAGON

Ravenous Arcane Creations

Habitat: Urban **Treasure:** Arcana (Spell Scrolls)

The first paper dragons were created by an eccentric wizard who was determined to fashion a new group of guardians for his personal library of arcane tomes and texts. Something went terribly wrong in their creation, however, and the dragons' purpose was twisted. Instead of protecting the wizard's library, the dragons saw every scrap of parchment inked with magical text as a food source. By the time the wizard realized what was happening, it was too late. The dragons had fled, presumably to new food sources, and left the wizard with an empty library.

PAPER DRAGON

Paper dragons are small, two-dimensional creatures who spend most of their lives in libraries, wizard colleges, and other places where there is likely to be an abundance of spell scrolls. When keeping perfectly still, they are nearly indistinguishable from a finely drawn depiction of a dragon, a fact they use to their advantage when avoiding detection. They are frequently viewed as pests by scholarly spellcasters who constantly need to be wary of an infestation destroying their hard work, though some allege to have transformed the pests into loyal companions by feeding them a regular diet of spell scrolls in exchange for service.

VELUM DRAGON

Velum dragons are extremely rare. Unlike their two-dimensional cousins, they appear as three-dimensional figures with bodies made of folded paper that bends and wraps into complex shapes which ultimately culminate in the appearance of a dragon. Their abilities are very similar to those of the paper dragon, though they are much larger and therefore capable of storing many spells at once. These dragons can become extremely dangerous when left unchecked. They love to hoard magical spell scrolls and will do just about anything to get their hands on powerful magic that has been transformed from raw arcane force into inked paper. As such, their lairs are also highly prized as potential targets for thieves with a penchant towards magic.

ARCANE GLYPHS

1d8	The Current Glyph Stored in the Dragon is...
1	Grease
2	Sleep
3	Ray of Enfeeblement
4	Blink
5	Fireball
6	Stinking Cloud
7	Slow
8	Animate Objects

Paper Dragon

Tiny Construct, Neutral

AC 13 **Initiative** +3 (13)
Hit Points 27 (6d4 + 12)
Speed 5 ft., fly 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 3	-4	-4	**DEX** 16	+3	+3	**CON** 15	+2	+2
INT 16	+3	+3	**WIS** 10	+0	+0	**CHA** 10	+0	+0

Skills Arcana +7, History +5, Perception +2, Religion +5, Stealth +5
Vulnerabilities Fire
Immunities Bludgeoning, Piercing, and Slashing from non-magical weapons; Petrified, Poison; Poisoned
Resistances Bludgeoning
Senses Darkvision 60 ft., Passive Perception 12
Languages Draconic, can read and understand any language in written form
Challenge 2 (XP 450; PB +2)

Traits

False Appearance. While the paper dragon remains motionless, it is indistinguishable from a mundane drawing of a dragon on a piece of parchment.

Scroll Consumption. The paper dragon can use an action to eat a spell scroll it is holding. The dragon gains 3 (1d6) Temporary Hit Points per level of the spell on the scroll eaten, and it stores whatever spell was written on it on its body as a glyph. It can only have one glyph stored at a time, and if it eats another spell scroll the new spell glyph replaces the previously existing one. If the paper dragon is slain in a manner which does not destroy its body, and it is storing a glyph, a creature within 5 feet can attempt to make a DC 14 Intelligence (Arcana) check to unfold the paper dragon's body in a manner that preserves the glyph, allowing it to be used as a spell scroll.

Actions

Rend. *Melee Attack Roll:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

Paper Cut. *Constitution Saving Throw:* DC 12, one creature the paper dragon can see within 5 feet. *Failure:* The target has the Poisoned condition for 1 hour. *Failure by 5 or More:* The Poisoned target also has the Unconscious condition until it takes damage or a creature within 5 feet of it takes an action to shake it awake.

Regurgitate Spell. The dragon casts the spell from a glyph it is currently storing on its body using Constitution as its spellcasting ability (spell save DC 12, +4 to hit with spell attacks). This action consumes the spell glyph.

Velum Dragon

Large Construct, Neutral

AC 15 **Initiative** +3 (13)
Hit Points 168 (16d10 + 80)
Speed 30 ft., fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 19	+4	+4	**DEX** 16	+3	+3	**CON** 20	+5	+5
INT 23	+6	+6	**WIS** 12	+1	+1	**CHA** 15	+2	+2

Skills Arcana +14, History +10, Perception +5, Religion +10, Stealth +7
Vulnerabilities Fire
Immunities Bludgeoning, Piercing, and Slashing from non-magical weapons; Poison; Petrified, Poisoned
Resistances Bludgeoning
Senses Darkvision 120 ft., Passive Perception 12
Languages Common, Draconic, can read and understand any language in written form
Challenge 10 (XP 5,90; PB +4)

Traits

Scroll Consumption. The velum dragon can use an action to eat a spell scroll it is holding. The dragon gains 3 (1d6) Temporary Hit Points per level of the spell on the scroll eaten, and it stores whatever spell was written on it on its body as a glyph. It can have up to six glyphs stored at a time. If the velum dragon is slain in a manner which does not destroy its body, and it is storing a glyph, a creature within 5 feet can attempt to make a DC 14 Intelligence (Arcana) check to unfold the velum dragon's body in a manner that preserves the glyph, allowing it to be used as a spell scroll. This process can be repeated to create a spell scroll for each glyph the velum dragon was storing.

Actions

Multiattack. The velum dragon makes two Rend attacks and uses its *Paper Cut*.

Rend. *Melee Attack Roll:* +8 to hit, reach 10 ft. *Hit:* 11 (2d6 + 4) Slashing damage.

Paper Cut. *Constitution Saving Throw:* DC 17, one creature the paper dragon can see within 5 feet. *Failure:* The target has the Poisoned condition for 1 hour. *Failure by 5 or More:* The Poisoned target also has the Unconscious condition until it takes damage or a creature within 5 feet of it takes an action to shake it awake.

Regurgitate Spell. The dragon casts a spell from among the glyphs it is currently storing on its body using Constitution as its spellcasting ability (spell save DC 17, +9 to hit with spell attacks). This action consumes the spell glyph.

Reactions

Bend Magic. *Trigger*: A creature other than the velum dragon casts a spell within 120 feet. *Response*: *Constitution Saving Throw:* DC 17. *Failure*: The spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast it is wasted. The velum dragon may choose to create a new glyph on its body that stores the dissipated spell. *Failure by 5 or*

More: The spell is cast as normal, but the velum dragon chooses a new target for the spell that is within 120 feet of it regardless of the spell's normal range.

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